

Rifts(c) Spreadsheet

Name	Lady Sieglene				Level	7	Saving Throws	Lethal Poison(14)	8	Psionics	10
OCC/RCC	Cyberknight				Level	7		Non Lethal(16)	10	Magic - Spell(12)	12
Alignment	Principled							Harmful Drugs(12)	9	Magc Ritual(16)	16
HP	67	MDC	65					Insanity(12)	10	Horror factor	+4
SDC	127	Experience	32000				HiH Combat			Anti-Vehicle/Robot Combat	
Attributes	Bonus	Age	28				Skill	Basic			
IQ	12	0	Sex	Female			No. of Attacks	6	7		7
ME	18	2	Weight	5'11"			Damage		18		
MA	17	45	Height	185lbs			Strike	2	6	3	9
PS	33	18	Lnd. Origin	Whykin			Parry	5	9	3	12
PP	22	4	Birth Order				Dodge	5	9	4	13
PE	27	24	Disposition				Autododge	5	9	4	13
PB	14	0					Roll	6	9		9
Spd	21						Leap				0
			Initiative Bonus	4			Knock Out				0
							Stun				0
PPE	8	ISP	58				Critical	18-20			0
							Death				0
OCC/RCC Powers & Abilities							Cybernetics & Bionics				
Cyberknight Bonuses	+1d4 M.A., M.E., P.S., P.P. P.E., & Spd.; Bonuses to Attacks, +3 Initiative, +3 Perception, +2 Pull Punch/Roll; +2 vs H.F.						Cyberarmor	A.R: 17	M.D.C. 65		
Combat Acrobatics	- No penalties when moving and off balance										
Basic Cyberzen Combat	Negates bonuses of tech from 1 opponent, +3 Initiative, Strike, & Parry against modern weapons while opponent at -3 to Dodge & -2 Attacks										
Cloud Sensors	Sensors don't register the Knight:low level -2 Attacks every time target lock is lost and experienced opponents -1 Attack										
W.P. Paired Weapons & Shield											
WP Heavy MDC Weapons											
WP Paired & Shield											
Hand to Hand: Martial Arts											
OCC Skills	Base	Bonus	Level				Other Skills	Base	Bonus	Level	
American	96			96			Boxing				0
Dragonese	96			96			Wrestling				0
Literate - Ameri	40	20	5	90			WP Targeting				0
Demogogian	50	30	5	110			WP Knives				0
Spanish	50	30	5	110			WP Whip				0
Anthropology	30	15	5	75			Intelligence	32	5	4	61
Body Building				0			Detect Ambush	30	5	5	65
Climbing	40	10	5	80			Public Speaking	30		5	60
Gymnastics		5		5			Pilot:Hovercycl	70	5	3	93
Horsemanship:	70		3	88			Fencing	40		3	58
Land Navigation	36	12	4	72			Wardrobe & Gro	50		4	74
Lore: Demon	25	25	5	80			Radio: Basic	45		5	75
Paramedic	40	10	5	80			3 - ECM	30		5	50
Swimming	50	10	5	90			3 - Military Etique	35		5	55
WP Sword				0			6 - Physical Labo	20	5	5	
WP Staff				0			6 - Trap & Mine L	20	5	5	35
WP E-Rifle				0							0
5-WP Heavy Military											0
Spells & Psionics	PPE	8	ISP	58			Secondary Skills	Base	Bonus	Level	
	Saving Throw	Range	Duration	Cost			Animal Husband	35		5	65
Psi-Sword	None	Self	-	-	3d6 M.D.C.		Running				0
Psi-Shield	None	Self	35 Minutes	15	80 M.D.C.		Lore: Cattle	30		5	60
Resist Fatigue	None	Self	180 minutes	4			Mythology	30		5	60
Mind Block	+1 vs Psychic	Self	70 Minutes	4			Whittling	30		5	60
See the Invisible	None	120 Feet	7 Minutes	4			Carpentry	25		5	55
Meditation	None	Self	1 Hour	0			5 - Lore: Magic	25	5	5	40
							5 - Astronomy &	30		5	40
							5- WP- Quickdraw				0
							5 - WP - Grappling Hook				0
											0
											0
											0
											0
											0
Weapons	Str/Thrw	Rate	Payload	Range	Damage		Other Equipment				
Psi-Sword	+4/1/3 to Parry	-	-	-	3d6 M.D.C.		Dress Clothing	5 E-Clips			
Pair Short Stave	+3/1/2 to Parry	-	-	-	1d6 S.D.C.		Black Covert Clothing	3 Missile Clips			

